Comp Sci 142

Class website

cs.rhodes.edu/142

What is this class about?

- Learning more complex programming concepts, especially object-oriented programming.

- Topics
  - Python to Java introduction
  - New Java concepts & OOP

- Is this the right class for me? Yes, if:
  - You took COMP 141 here
  - You have programming experience in a language like Python, Java, C, or C++, and feel comfortable implementing simple algorithms in that language.

Grading

- Programming projects – 40%
- Labs/Homework – 15%
- Midterm 1 – 12.5%
- Midterm 2 – 12.5%
- Final exam – 20%

Working independently

- Out-of-class assignments must be done *independently*, however, you may ask others for help.

- Rule 1: Do not look at anyone else's code for the same project or a similar project.

- Rule 2: Do not write code or pseudocode with anyone else.

Classroom guidelines

- Respect each other during class time.
  - Pay attention in class, no phones, turn off your screen when asked to do so.
  - Please don't be late.
  - Please raise your hand; don't call things out unless I ask you to.
- Masks?

Differences from 141

- 142 is more than just a continuation of 141
- Moves faster
- Material is more complicated
- Less "hand-hold-y:" you will need to do more reading on your own and look things up more (I will give you these resources).
- More fun (hopefully)!

How to succeed in CS142

- Start projects early
  - They will take longer than 141 projects.
  - Bonus points for turning them in early.
  - Night before may no longer work.
- Stay current with class material; don't fall behind.
- Ask questions in class.
- See tutors and me for help.

Introductions

- Name

- Class year

- Where you're from

- Candy you always hated to get at Halloween (or just type of candy/sweet you don't like).

- Write a program where the computer picks a number from 1 to 100 and you have to guess what it is.
  - The computer will report whether each guess is too high, too low, or correct.
  - Report the number of guesses it takes to get it right.
- Write a program to simulate *a single turn* of the game "One is Zero:"
  - During a turn, you roll a six-sided die.
  - If you roll 2-6, you get that number of points and may roll again to get more points, or you may choose to end your turn.
  - As soon as you roll a 1, your turn ends, you lose any points you already received for that turn, and get zero points for the turn.
  - Print the total points you receive for that turn at the end.
  - If time, allow two players to alternate taking turns (points accumulate for each turn), and after 5 turns each, the game ends.